CALL OF DUTY
MODERN WARFARE 2
MATURE 17+
M
CONTENT RATED BY ESRB
PC
DVD-ROM
SOFTWARE
infinity ward
ACTIVISION

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit **www.ESRB.org**

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GAME CONTROLS

Default Button	Command
W	Forward
S	Back
A	Left
D	Right
SHIFT	Sprint
Left Mouse Button	Attack
Right Mouse Button	Aim Down Sight
E	Melee
N	Nightvision
3	Grenade Launcher
4 (MP), 5 (SP)	C4, UAV, Airstrike & Helicopter
4	Claymore
1	Next Weapon
2	Previous Weapon
Middle Mouse Button, G	Throw Frag Grenade
Q	Throw Smoke, Flashbang Grenades
F	Activate
R	Reload Weapon
Tab Key	View Score
Space bar	Up Stance/Jump
CTRL Key	Go prone
C	Crouch
Pause Key	Pause

Default Button	Command
Esc Key	Menu
~	Bring up console
T	Multiplayer Text Chat
Y	Multiplayer Team Chat
Z	Multiplayer Voice Chat
F1	Multiplayer Vote Yes
F2	Multiplayer Vote No
F4	Multiplayer Scores
F12	Take a Screenshot

MAIN MENU

Choose between the Story, Special Ops and Multiplayer Modern Warfare® 2 experience, as well as view your completion percentages for each mode.

CAMPAIGN

Pick up where *Call of Duty®4: Modern Warfare®* ended and continue the single player experience in the *Modern Warfare™2* campaign. From the Story menu you can resume your most recent campaign or start a new one. You may also use the **Mission Select** option to replay an already completed mission at any difficulty.

Note: Modern Warfare®2 *uses an automatic checkpoint save system to save your game progress. You may also choose to use the* ***Save and Quit*** *option from the in-game Pause menu.*

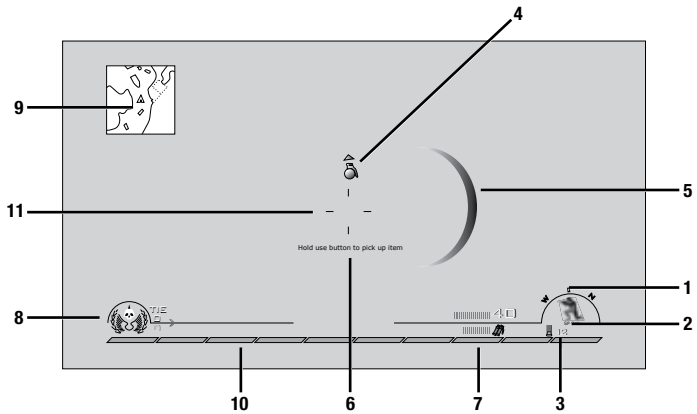
SPECIAL OPS

Take on a variety of custom-designed challenging missions in Special Ops—solo or with a friend. Experience co-op play in Special Ops locally or remotely online. You can also use this menu to revisit any unlocked Special Ops mission and attempt to complete it on one of three difficulties.

MULTIPLAYER

Compete with other *Modern Warfare®2* players online and locally in a variety of maps and game modes in Multiplayer (MP). Unlock new weapons, attachments, perks and rank up in MP!

HEADS-UP DISPLAY



1. Compass – Shows the direction you are facing.

2. Stance Indicator – Indicates whether you are standing, crouching or prone. (SP Only)

3. Inventory – Displays devices and/or weapon attachments that are currently available.

4. Grenade Indicator – Icon warning you that there is a grenade nearby, arrow indicates the location of the grenade.

5. Damage Indicator – Red marker shows that you are taking damage and the direction the damage is coming from. (See Health System, below)

6. Use Icon – This only appears when you are near a weapon or interactive object, indicates what button to press to interact with the weapon or object.

7. Ammo Count – Shows remaining bullets for currently equipped weapon, as well as remaining grenade supplies.

8. Match Info – Displays current score, team icon and time remaining in match. (MP Only)

9. Mini-Map – Shows map of local area plus locations of friendlies and known hostiles.

10. XP Bar – Shows progress on your current rank in MP. (MP Only)

11. Crosshair – Indicates where you are currently pointing your weapon. Turns red when positioned over an enemy, green when positioned over a friendly. Walking or running causes the crosshair to grow wider or sometimes disappear altogether, indicating a loss of accuracy. Stopping movement, crouching and going prone increase accuracy.*

**Note: When you press the ADS button, you will aim down the sights or scope of your weapon. This will greatly increase your accuracy and decrease your movement speed. While in ADS the crosshair will disappear.*

HEALTH SYSTEM

When you take damage from enemy fire, blood splatter will appear and the damage indicator will show you the direction the fire is coming from. If you can find cover and avoid enemy fire you will eventually recover and be able to continue at full strength.

PAUSE/OBJECTIVES SCREEN

Press the Esc Key any time in Story or Special Ops to pause the game and access this menu. From here you may access game Options (described below), restart the current level, revert to your last checkpoint, lower the difficulty of the game if the mission is too hard, or save and quit to the Main Menu.

MULTIPLAYER OBJECTIVES SCREEN

Modern Warfare® 2 cannot be paused while playing in MP mode. Esc Key in MP will bring up a menu that will allow you to choose a new class (taking effect on your next spawn), view the description of your current game mode, and access the Options menu. Keep in mind that the MP match is still active in the background when you are in this screen.

OPTIONS

You may access the Options menu from the main menus or in-game via the Pause/Objectives Screen and MP Objectives Screen. In this menu you can choose different control schemes, or adjust various game settings such as control sensitivity or look inversion.

STATS

In the Story and Special Ops main menus you may access the Stats option to view statistics for each mode, such as play time and completion percentage. In Multiplayer various statistics are available via the Barracks section.

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Internet: http://www.activision.com/support

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Note: The multiplayer components of Activision games are handled only through Internet support.

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